

AMENDMENTS TO THE CLAIMS

1 1. (Currently Amended) A method controlling a computer game,
2 comprising the steps of:
3 imaging a sequence of scenes including the head of a user of the computer; ~~and~~
4 comparing visual characteristics from a portion of a scene to ~~scene~~ a center of
5 said portion of a scene to determine movement of the user's head within the scene
6 wherein at least one of the visual characteristics is color; and
7 providing a weighted average of color to compute the location of the user's
8 head based upon color alone; and
9 controlling the game in accordance with the movements.

1 2. (Currently Amended) The method of claim 1, wherein the visual
2 characteristics include ~~color~~, shape or location.

1 3. (Currently Amended) The method of claim ~~[[1]]~~ 2, wherein the visual
2 characteristics include a combination of static and dynamic characteristics.

1 4. (Original) The method of claim 3, further including the step of
2 modeling of the dynamic characteristics to yield an estimate of head position.

1 5. (Currently Amended) The method of claim 1, further including the step
2 of initiating the head tracking through a graphical user interface.

1 6. (Currently Amended) The method of claim 5, wherein the graphical
2 user interface provides a bounding box displayed in ~~the~~ a screen to assist in targeting
3 the user's head.

1 7. (Currently Amended) The method of claim 2, further comprising the
2 step of enabling a match in color despite the differences arising from lighting and
3 shadows.

1 8. (Currently Amended) The method of claim 2, further comprising the
2 step of enabling a match in color within a threshold of hue.

1 9. (Original) The method of claim 1, wherein the step of comparing the
2 visual characteristics includes a comparison of pixels from scene to scene.

1 10. (Original) The method of claim 1, further including the step of
2 determining if the user's head was moved outside of the scene.

1 11. (Cancelled)

1 12. (Currently Amended) The method of claim 1, further including the step
2 of segmented segmenting a region defined by a predetermined closeness of color as an
3 estimate of target shape.

- 1 13. (Original) The method of claim 1, further including the step of
2 continuing to track the user's head when moving in front of or behind a similarly
3 colored object in the scene.